FEDERATION'S LOGS

BY ALEXANDROS KAPIDAKIS

Federation's Logs is an adventure system designed for 1 or 2 players, based on card play and hand management. At the start of the game you will choose your crew taking the corresponding deck, and throughout the game you will deal with the Story cards in order to reach the objective.

The United Solar Federation (USF) was formed after the Great Galactic War, and it represents a coalition of Earth and its colonies across the galaxy. Governed by a democratically elected Senate, the Federation prioritizes diplomacy and cooperation with alien species, aiming for peaceful coexistence and mutual advancement. Despite its democratic facade, the Federation is plagued by corruption and power struggles among influential corporations and political factions, threatening its stability and integrity.
You are a commander in the USF fleet tasked with secret missions that will influence the trajectory of our entire species. Through these missions you will come in contact with elusive alien races and travel to never explored systems. Be brave and be careful.

The Heist

Space is vast. Although we made great progress in the last few hundred years, space travel is still harrowing and time-consuming. Our spaceships are slow, and limited compared to the other alien forces of the universe. Many scientists are trying to find better solutions, but our resources are limited. Other colonies and races haven't fared much better, but the Thalorians are rumoured to be developing a powerful tool, a new way to travel through the stars. Just imagine, be able to go anywhere in the galaxy at a moments notice! As a cybernetic race, they are uniquely equipped to achieve this milestone, but they are closed off on their little corner of the galaxy and never intend on sharing their knowledge or innovations with anybody. Such an amazing technology can't stay hidden for long though, and the obvious military advantages of it are too daunting to not be considered. So the USF have decided to send us on a top secret assignment, deep inside our neighbors territory. We must find a way to retrieve the schematics of the new technology, and gather the necessary resources to build it first. Unfortunately, we don't have much time as other races want this technology to further their own agendas. We also must be very discrete in our actions, so not to cause an escalated diplomatic incident…

Objective
Complete different tasks to steal the schematics for the new technology from the *Thalorians*!
Follow the instructions on them to activate the Hyperspace gate and escape!
But if the Story deck runs out, or if all Sectors are simultaneously at the lowest Influence (bottom box) you will get caught and lose the scenario…

Components

— 3 Captains cards

Zayden Mercer

- Stats: 4, 5, 6
- Life: 4
- Exhaust ability: ⟳ : draw 2 cards
- Main ability: Every time you play a Talent, gain 1 Resource.
- Type
- Set (three colors): Character. Captain.

— 3 Spaceships cards

USF Battlecruiser "Gauntlet"
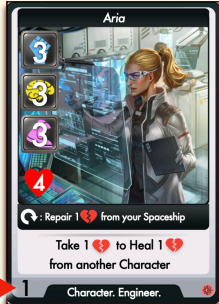
- Life: 3
- Main ability: At the end of the round, you may move 1 ♥ from your Spaceship to a Character here.
- Spaceship.

— 54 Hero cards

18 Characters

Aria

- 3, 3, 3
- 4
- ⟳ : Repair 1 💔 from your Spaceship
- Take 1 💔 to Heal 1 💔 from another Character
- Cost: 1
- Character. Engineer.

18 Items

Photon Disruptor

- Captain : play this for free — Reduction
- +1 🧠 Every time you complete a Mission, gain 2 Resources.
- 2
- Item. Tech.

18 Talents

Sacrifice

- Pilot : +1 🪶 — Bonus
- +1 🪶 for your next test per 💔 this Character has.
- Talent. Innate.

— 36 Story cards

12 Enemies

Thalorian Enforcer

- Sector
- Test: 4
- 2
- Type: Enemy. Thalorian.
- Passive ability: Patrol.
- Activation ability: Activation: Take 1 💔 per Enemy everywhere
- Defeated ability: Defeated: Gain 2 Resources.

12 Missions

High Alert

- Progress required: 1
- 4 🧠
- Mission. Thalorian.
- Massive.
- Activation: Gain 1 Threat.
- Defeated: Move anywhere for free

12 Events
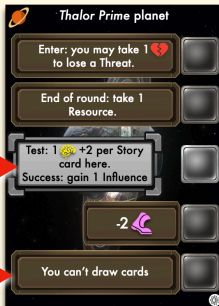
All out Attack

- 5
- Activation: This Event is lost. Place it above the Fate deck.
- gains: Draw an additional Fate card — Fate ability
- Event. Veridian.

— 3 Scenario cards

The Directive Core

- Scenario symbol: 5A
- 4, 6
- Enemy. Flagship. Thalorian.
- Massive.
- Activation: +2 Threat. Each Character and Spaceship here take 1 💔
- Defeated: Decrease your Threat by 3

— 4 Sector cards

Thalor Prime planet

- Enter: you may take 1 💔 to lose a Threat.
- End of round: take 1 Resource.
- Test: Test: 1 🧠 +2 per Story card here. Success: gain 1 Influence
- Influence track
- -2 🪶
- Ability: You can't draw cards
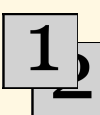
— 14 Fate cards

The Consortium

- Stat modifier: -3
- Race symbol

— 20 Damage tokens

— 20 Resource tokens

1, 2

Player decks

1. Choose a Captain and a Spaceship.
2. Shuffle all 54 Hero cards into a general deck. Draw 6 Hero cards from the deck and make three piles of 2 cards each, face up.

— Solo: Take and add a pile to your deck, discarding the other two piles.
— 2 Players: Each player takes and adds a pile to their deck. Discard the leftover pile. Players can freely discuss their strategies.

3. Continue until all cards from the general deck have been drafted. Each player's deck should have 18 cards.

Alternatively, you can use one of the pre-constructed sets, with the green, red or yellow dots on the bottom right corner.

Setup

1. Set all 4 Sectors in the middle of the table, on the desired side. Please note that you can't flip them over during the game. Place 1 Resource token on the middle spot of the Influence track.
2. Place your Spaceship underneath a chosen Sector.
3. Place *The Directive Core* Scenario card (5) on the preferred side, on "*Thalor Prime*" Sector.
4. Give a *Threat* Scenario card (A) to each player. Place 2 Threat on it (use Resource tokens). For a harder game use the flip side (B).
5. Choose a player to take the *Hacking terminal* Scenario card (6) and shuffle it into their deck.
6. Choose a difficulty and remove from the game the corresponding Fate cards. Then, shuffle the rest into a deck and set it next to the Sectors.
   — Easy: remove the "-4" and the "-2" Fate card
   — Normal: remove the "-4" and the "+1" Fate card
   — Hard: remove the "0" and the "+1" Fate card
7. Shuffle the Story cards into a face down deck and place it above the Fate deck. If playing solo, remove from the game 12 cards at random.
8. Set the *Schematics* Scenario card (3) on its Task side and place it next to the Story deck. Use Resource tokens to mark your progress throughout the game.
9. Set the Damage and Resource tokens aside in separate piles.
10. Place your Captain in front of you and take 2 Resources.
11. Shuffle your deck, and discard cards until a Character is discarded. Place that Character next to your Captain. Then, shuffle your deck again and draw 2 Hero cards to start the game.
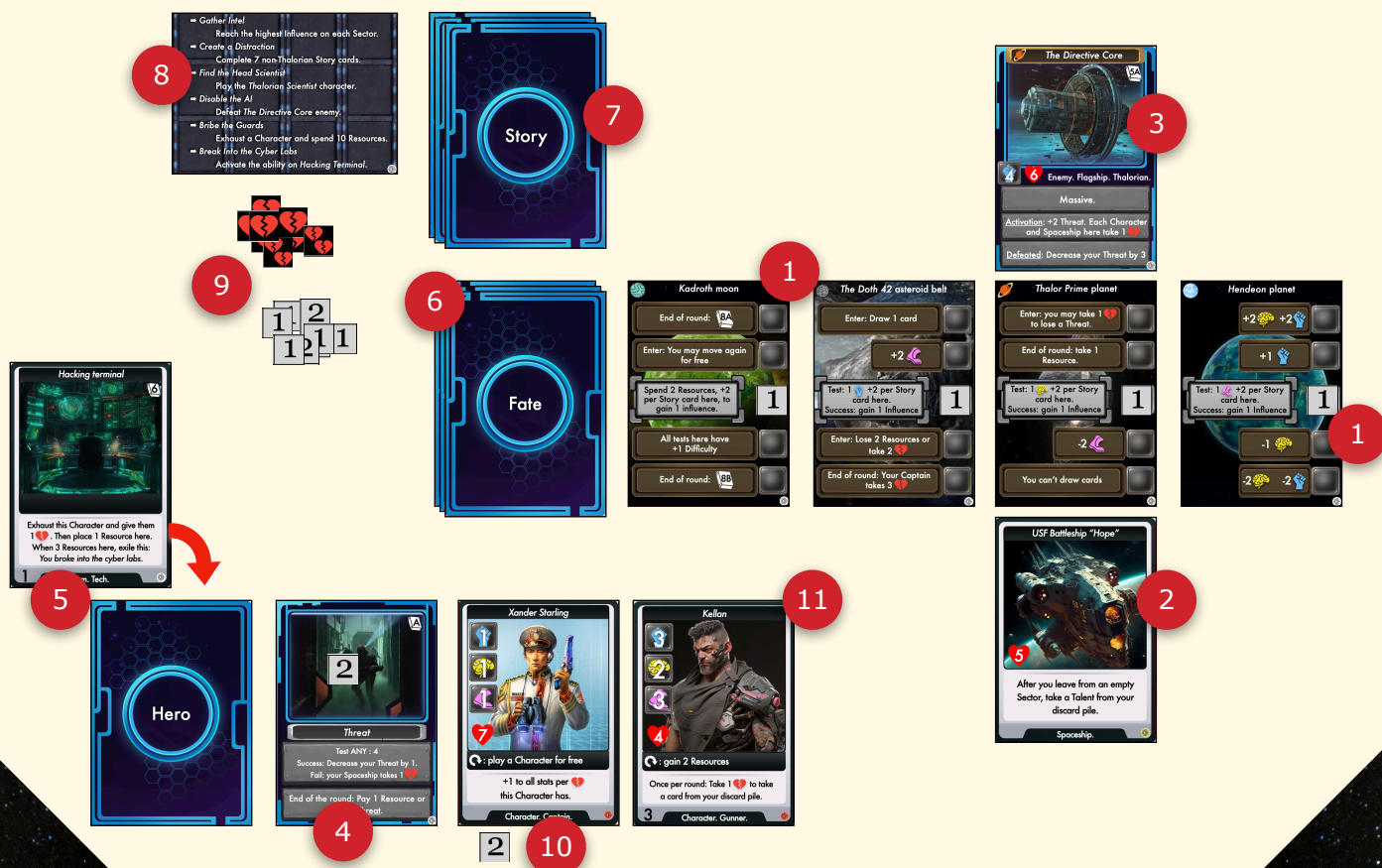
Gameplay

The game is played in rounds, and each round has the same structure.

Firstly, draw 2 Story cards <u>per player</u> and add them to the corresponding Sectors. **If a 3rd Story card must be placed on a Sector, immediately discard that, lose 1 Influence on that Sector and all Spaceships there take 1 Damage and 1 Threat** (use tokens from the token pool). Every time you need to lose or gain Influence on a Sector, move the token up or down accordingly, if you are able to.

Then, players take <u>main actions</u> in alternate turns. You must take a main action or pass for the rest of the round.
        Available main actions:
— **Exhaust one or more Characters (rotate them 90º): Perform a Test in your Sector.** You can perform a test on any Story card in your Sector, or the Sector's test, or a test found on a played Hero card. If multiple Characters are committed, add their Stats together. During a test you may also play Talent cards from your hand to boost your Stats. Also, you can use played Items as well. <u>Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your Stat value accordingly.</u> Don't forget to also check the failed Event cards. Players always win in a tie, and their Stat value can never go bellow 0.
If a Fate card with this symbol is drawn 🐾 , after the conclusion of the test shuffle all Fate cards back to the deck.
When damaging an Enemy or progressing a Mission, place Damage tokens on them from the token pool. As soon as a Story card has equal tokens on it as its Life / Progress requirement value, it is defeated. Follow its Defeated ability and then set it aside. Many Story cards offer Scenario cards as rewards when defeated. Search the Scenario card with the corresponding number and add it <u>to your hand, or follow its instructions.</u>
Event Story card needs only one success, so after a successful test remove them from game.
— **Exhaust a Character (rotate them 90º): Perform their Exhaust ability or draw 1 Hero card**.

Additionally you can take as many free actions as you want, but you can't only take free actions during your turn. These actions can be performed before or after your main action.
        Available free actions:
— **Spend x Resources (x = the cost on the card): Play a Hero card** from your hand. You can have <u>up to 3 Characters</u> in front of you, including your Captain, and up to <u>1 Item per Character</u>. You may replace played Characters or Items. Each Character and Item has a printed cost of Resources, and comes in play ready.
Important: many Items have uses on them. Place Resource tokens on them to denote how many uses are left. If an Item has no uses left, you may remove it from play.
— **Spend 1 Resource or discard 1 Hero card: Move to an adjacent Sector**. You can only move to an adjacent Sector, and you may move multiple times per round. Multiple Spaceships can be on the same Sector.
— **Discard a Hero card from your hand: Gain x Resources**, x= the card's cost. Take the Resources from the token pool.

<u>Important</u>: The only active ability on a Sector is the one next to the token, ignore all other abilities.

When you can't or don't want to take any more actions, you must pass for the rest of the round.
<u>Activation phase</u>: When all players pass, activate any remaining Story cards in the Sectors, from left to right and from top to bottom, according to their Activation ability. <u>Most Story cards only affect their Sector, so if your Spaceship isn't at that Sector you ignore the ability</u>. Each player suffers all the consequences from each Story card (ex. Damage) separately.
When taking Damage place Damage tokens from the token pool on your Characters or Spaceship. You can freely distribute the Damage taken among your Characters, unless stated otherwise. If a Character has enough Damage to be defeated, <u>remove them from the game</u>. If your Spaceship is defeated you are eliminated from the game.

<u>Important</u>: Don't forget the <u>End of round</u> ability of your *Threat* card.

Lastly, ready all exhausted cards and draw 2 Hero cards. There is no hand limit. If your deck is ever depleted, shuffle your discard pile into a new deck. Start a new round.

Keywords

— **Flagship**: This Enemy cannot be discarded or removed from the game. It can be defeated only from accumulated Damage.

— **Patrol**: At the start of the Activation phase, if this Story card doesn't have a player's Spaceship on its Sector, move it one Sector towards the player with the highest Threat. If this causes the Sector to have more than 2 Story cards, follow the normal procedure.

— **Massive**: To perform this test you must commit 2 or more Characters.

— 💔 : 1 Damage

Tasks - Game End

— *Gather Intel*: Reach the top box on the Influence track on each Sector.

— *Create a Distraction*: Set *Veridian* and *Astrolith* completed Story cards aside.

— *Find the Head Scientist*: Play the Character card from your hand.

— *Disable the AI*: Eliminate the Flagship Enemy card.

— *Bribe the Guards*: As a main action, exhaust a Character and immediately spend 10 Resources.

— *Break Into the Cyber Labs*: Use this Item's ability three times.

As soon as you complete **3 of these tasks** (4 tasks for 2 players) take the *Schematics* Scenario card, flip it to its Item side and place it next to your Captain. You can use its ability whenever you want.
When you succeed on the *Schematics* test, take the *Hyperspace Gate technology* Scenario card (4).
When you play it on your Spaceship you have successfully stolen the technology and escaped!
Congratulations, you reached the Objective and the USF command will be extremely pleased!
But if you need to add Story cards and the Story deck has been depleted, or if all Sectors are simultaneously at the lowest Influence (bottom box) you immediately lose the game.

Example of a round

1. It's the start of a new round. Joan is playing solo, so 2 Story cards are added to the Story row, one on the "Kadroth moon" and one on the "Hendeon planet". Unfortunately, it's the 3rd Story card on "Hendeon planet", so it's discarded and 1 Influence is lost. Fortunately, Joan's Spaceship wasn't there so no Damage is taken.

2. She will now take her actions. Firstly, she will use the ability on the *Hacking Terminal* for the 3rd time, exhausting *Asher* and giving him another Damage. The *Hacking Terminal* is now complete and is exiled. Because *Asher* took Damage, Joan will also gain 1 Resource from his ability.

Tasks card:
- Gather Intel
  Reach the highest Influence on each Sector.
- Create a Distraction
  Complete 7 non-Thalorian Story cards.
- Find the Head Scientist
  Play the Thalorian Scientist character.
- Disable the AI
  Defeat The Directive Core enemy.
Bribe the Guards
  Exhaust a Character and spend 10 Resources.
Break Into the Cyber Labs
  Activate the ability on Hacking Terminal.

Detected
Event. Thalorian.
Activation: This Event is lost. Place it above the Fate deck.
gains: +1 Threat. Take 1 ♥ per point you failed by.

Story

Thalorian AI
-2

Fate

Hero

The Directive Core
4 6 Enemy. Flagship. Thalorian.
Massive.
Activation: +2 Threat. Each Character and Spaceship here take 1 ♥
Defeated: Decrease your Threat by 3

Thalor Prime planet
Enter: you may take 1 ♥ to lose a Threat.
End of round: take 1 Resource.
Test: 1 🔧 +2 per Story card here. Success: gain 1 Influence
-2 ⚔
You can't draw cards   1

The Doth 42 asteroid belt
Enter: Draw 1 card
+2 ⚔
Test: 1 🔧 +2 per Story card here. Success: gain 1 Influence
Enter: Lose 2 Resources or take 2   1
End of round: Your Captain takes 3

All out Attack
Event. Veridian.
Activation: This Event is lost. Place it above the Fate deck.
gains: Draw an additional Fate card

Kadroth moon
End of round: 8A
Enter: You may move again for free   1
Spend 2 Resources, +2 per Story card here, to gain 1 influence.
All tests here have +1 Difficulty
End of round: 8B

USF Battlecruiser "Starhammer"
4
If you end the round at a non-empty Sector, deal 1 ♥ to an Enemy there.
Spaceship.

Thalorian Brute
4 2 Enemy. Thalorian.
Activation: Gain 1 Threat and take 2 ♥
Defeated: Heal 1 ♥

Find the Head scientist
4 2 Mission. Thalorian.
Defeated: 🗎

Hendeon planet
+2 🧠 +2 🔧
+1 🔧
Test: 1 🔧 +2 per Story card here. Success: gain 1 Influence
-1 🧠   1
-2 🧠 -2 🔧

Emotional Intelligence
Engineer : +1 🧠
+1 🧠 for your next test per ♥ this Character has.
Talent. Innate.

Threat
Test ANY : 4
Success: Decrease your Threat by 1.
Fail: your Spaceship takes 1 ♥
End of the round: Pay 1 Resource or take 1 Threat.

Xander Starling
play a Character for free
+1 to all stats per ♥ this Character has.
Character. Captain.
3 uses. +1 🧠
+1 Progress on Missions.
Item. Tech.

Asher
gain 2 Resources
Gain 1 Resource every time you take any amount of ♥
Character. Gunner.

Aria
: Repair 1 ♥ from your Spaceship
Take 1 ♥ to Heal 1 ♥ from another Character
Character. Engineer.

Take the Initiative
Captain : +1 🔧
+2 🔧 for your next test.
Take 1 ♥ : +5 🔧 instead.
Talent. Gambit.

3. Joan will mark her progress on the *Tasks* card and then she will use the ability of *Aria* to give her 1 Damage and remove 1 Damage from *Asher*. She will then discard a Character from her hand to gain 2 Resources, as his cost was 2. She will spend 3 Resources to play this Item on her Captain, placing 3 uses on it.

4. Then, she will try to complete the *All out Attack Event* card on her Sector, with *Aria*. She needs at least 5 🔧 so she will play this Talent, taking another Damage as well. So her total is 8 🔧. As a final step to the test she draws this Fate card, bringing her total to a 6. She succeeds, but unfortunately she also takes another Threat, due to the previously lost *Detected* Event card.

5. Now, she will spend her last Resource to move to the "Hendeon planet". There, she will exhaust her Captain to test for the *Find the Head Scientist* Mission card, one of the Tasks of the scenario!

6. She has a total of 4 🧠 due to the ability of her Captain. She really need to succeed, so she will spend one use from his Item, bringing her total to a 5. She will also play this Talent, adding another 3 🧠 to her total.

7. Because of the Influence on the Sector, she loses 1 🧠. She draws a Fate cards and its a -1! She succeeds in the test and because of her Captain's Item, she adds 2 Progress on the Mission, completing it immediately. She will receive as a reward the number "7" Scenario card.

8. All of her Characters are now exhausted and she doesn't want to perform any other free actions, so she will pass for the round. Now, all leftover Story cards are activated. Unfortunately, the *Thalorian Brute* Enemy will attack Joan, so she will take another Threat and she will distribute 2 Damage among her Characters. Due to her Spaceship ability she will Damage the *Thalorian Brute* as well!

9. Finally, as she doesn't have any Resources to spend, she will add another Threat, due to the ability on her Threat card. She will now ready all of her Characters, draw 2 Hero cards and start a new round.

The Races

The Thalorians
A race of cybernetic beings driven by a relentless pursuit of technological supremacy, the Thalorians are governed by a council of artificial intelligences known as the Directive Core. Their society is characterized by a strict adherence to efficiency and innovation, with every aspect of Thalorian life optimized for maximum productivity. The Directorate's military forces are comprised of advanced robotic soldiers and war machines, each equipped with cutting-edge weaponry and powered by sophisticated AI algorithms. Despite their cold and calculating demeanor, the Thalorians are driven by a sense of purpose and duty to expand their influence and ensure the survival of their civilization at any cost.

The Veridians
A race of nomadic traders and explorers, the Veridians are governed by a loose confederation of merchant guilds and trade federations. Their society values commerce and exploration above all else, with colonization seen as a means to expand their economic influence and secure valuable resources. The Consortium's colonization efforts are driven by a desire for profit and prosperity, with colonies established as trade outposts and resource extraction hubs. Despite their mercantile nature, the Veridians are adept diplomats and negotiators, often forging alliances and trade agreements with other civilizations to further their colonial ambitions.

The Astrolith Conglomerate
A race of silicon-based lifeforms native to asteroid belts and rocky planets, the Astroliths are governed by a decentralized network of planetary councils and asteroid colonies. Their society values independence and self-sufficiency, with colonization seen as a means to escape overcrowding and resource scarcity on their home worlds. The Conglomerate's colonization efforts are focused on the exploitation of mineral-rich asteroids and the establishment of self-sustaining colonies in remote star systems. Despite their rugged individualism, the Astroliths are not immune to internal conflicts and power struggles, often leading to disputes over territorial claims and colonial rights.

Glossary

— "*Threat*" Scenario card: To increase or decrease your Threat use Resource tokens from the token pool.

— "*Schematics*" Scenario card: Types are Character, Item and Talent. If your Threat is 3, you will need at least 9 🧠

— "*Thalorian Scientist*" Scenario card: His ability affects all Enhancement Item in the game.

— "*Jace*" Scenario card: Can be added as a 4th Character.

— "*Kadroth moon*" Sector card: Depending on the Influence, a different version of the *Veridian Battlestar* will enter the game. Once in the game, it cannot change sides.

— "*The Hidden Fortress*" Story card: For example, if there 3 Enemies on all Sectors, you take 3 Damage.

— "*Selene*" Character card: You can ready any Charcater, ever her,

— "*Jet Pack*" Item card: Discard any Damage or Items this Character had.

— "*Nano-suit*" Item card: <u>An exhausted Story card isn't activated during the round and its Passive ability is ignored</u>. Ready it at the end of the round

— "*Hope*" Spaceship: An empty sector is a sector with no Story cards in it.

— "*Cybernetic Implant Module*" Item: this means that you can have two Items played on a Character.

— "Ryker" Character card: <u>exile means remove form the game</u>.

— "*Amara*" Character card: you can immediately use the Talent.

— "*Thick Skin*" Talent card: For example if you have 5 Resources you will get 2 ✊

— "*Thalia Nova*" Captain card: She can have up to three Items.

— "*Trinity*" Spaceship: Items can have any number of uses on them.

— "*Aline*" Character card: when you discard a Tech Item for resources you still get the full amount.

— "*Quantum Disruptor Rifle*" Item card: In you succeed do +1 Damage.

— "*Ion Storm Cannon*": Add two Life to a Character.